

TOTALLY NEW
ADVENTURE
DUDES!

TEENAGE MUTANT NINJA
TURTLES

TURTLES IN TIME



- Kit or Dedicated
- 1-4 Players
- Buy-in and Continuation Features
- Horizontal Monitor

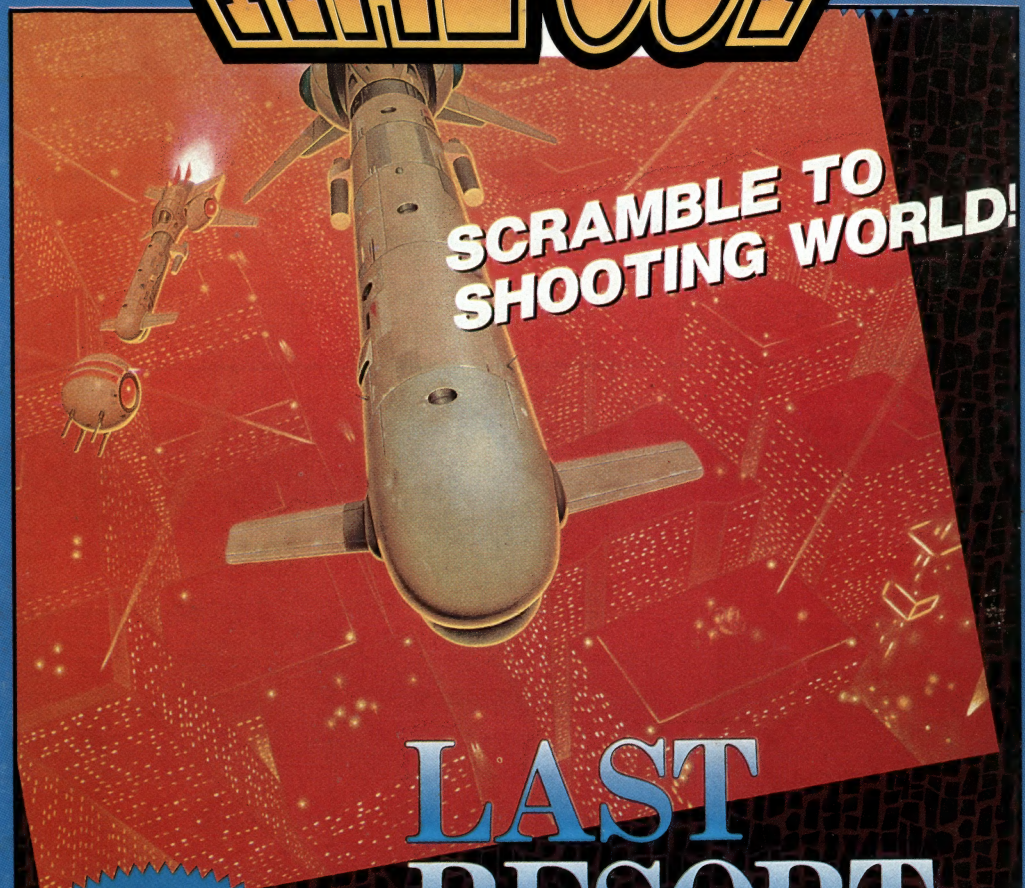
TEENAGE MUTANT NINJA TURTLES™ - Mirage Studios, USA
All rights reserved. Trademark use granted to Konami
under license from Mirage Studios, USA
TURTLES IN TIME™ is a trademark of Konami
Konami Inc. 1991. All rights reserved. TM trademarks of Konami Co., Ltd.



KONAMI INC. • 900 Deadfield Parkway • B. Hyde, Crawf. IL 60088-1518

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

TIME OUT



SCRAMBLE TO
SHOOTING WORLD!

LAST RESORT™

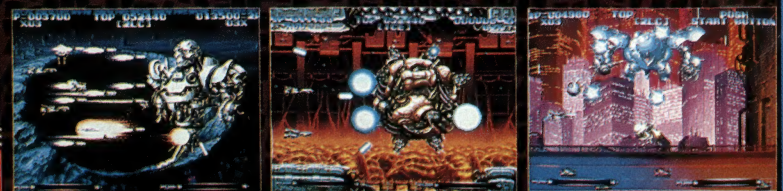
2P SIMULTANEOUS PLAY
BUY-IN

SUDDENLY THE SYMBOL OF SPACE AGE, SPACE COLONY, WAS ATTACKED BY COMPUTER VIRUS
WOULD HUMAN BEINGS BE RUINED BY THE CIVILIZATION OF THEIR OWN DEVELOPMENT
SOS! SOS! PEOPLE CAN NOT WAIT ANY LONGER FOR RESCUE OPERATION OF LAST RESORT
ARMED WITH SUPER WEAPON, FORCE, WHICH GUARDES & ATTACK BY ITS SPECIAL MOVEMENT
FIGHT AGAINST UNKNOWN MECHANICAL BODY WITH VARIOUS SHOOTING
NEW TYPE HORIZONTAL SCROLL SHOOTING. LAST RESORT NOW SCRAMBLE

SNK CORPORATION
SNK BLDG. 1F 3-1-1 YOTSUBASHI, CHUO-KU, TOKYO 100, JAPAN
TELEPHONE: (03) 5561 3131 FAX: (03) 5561 3130
TELEX: 5535 5535 SNKJAP
SNK CORPORATION OF AMERICA
2000 GARDEN CITY BLVD. SUITE 100, GARDEN CITY, NY 11530
TELEPHONE: (516) 764 1111 FAX: (516) 764 1112

SUPER HIGH TECH GAME
NEO-GEO

THE TRADE NAMES OF NEO-GEO ARE REGISTERED BY SNK CORPORATION



Coin Cascade Ltd., 5 Vulcan Place, Christchurch, Ph 338 1411, Fax 338 1410

FATAL FURY

THE COMPETITION
WOULD HAVE
MADE IT
DEDICATED.



Use your fighting instincts to defeat the fiercest tough guys. Choose your character - the martial arts master, the boxer or the champion kick boxer. Your skills will be their strongest after you master the numerous deathblow techniques. 1 player action or 2 player

cooperative play that requires both players' teamwork. Then it's head to head 2 player confrontation after defeating each enemy.

FATAL FURY, exclusively for the NEO-GEO system! Contact your local SNK distributor for more information.



SNK Corporation of America, 246 Sobrante Way,

Sunnyvale, CA 94086. (408) 736-8844

Everyone
wants to
get their
hands on

T2!

MIDWAY
Midway Manufacturing Company
A subsidiary of
WMS
Industries Inc.



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

CLASSIFIEDS

SELL

Tutinkamin
Spelunker
Top Secret
Commando
Exerion
Call: (03) 218-9683

SELL

Taito (NZ) Cabinets
-complete with two player panels
-good working order
-\$700 EACH
Call: (03) 338-1411

SELL

Streetfighter II T-shirts \$30 EACH
Ideal for promotions/prizes etc.
Call: Your local agent (2)

SELL

Neo-geo 26" electronic mechs
1 unit with 5 games - \$5000
Call: (03) 388-8142

SELL

Berlin Wall \$950
Call: Your local agent (4)

SELL

Taito Japan Cabinets
For sale \$500 each. We can also fit
the PCB of your choice if required.
Call: (04) 569-9107

SELL

PCB's \$120 EACH
Tiger Hell 1943
Galaxy Hero Danger
Paddlemania Temple of Doom
Kiki Kai Rampage
Legendary Wings Gauntlet
Call: (04) 569-9107

SELL

PCB CLEAROUT

All PCB's are universal loomed.
\$70 EACH or buy five get one free.
Green Beret Forty Love
Zero Target Commando
Pit + Run Pengo
Jail Break Buzz Rodgers
Moon Patrol Saturn
Route 16 Combat School
with panel + 2 rollerballs
Sea Fighter Rally X
Trojan Elevator Action
Shoot Out Go for Gold
Formation Z Stinger
Pro Wrestling Mr Viking
Main Event Imogo
Call: (04) 569-9107

HAMILTON GAMES RUN

- Comprehensive business
with good returns
- Includes 35 locations
Call: (078) 438-478

BUY

Wanted to buy:
Williams Terminator 2
Pinballs
Call: (03) 338-1411

BUY

Second hand pinballs
- Please advise us of your product
and prices
- Send list to 5 Vulcan Place, Christchurch
or Call: (03) 338-1411

TEST REPORTS

Australia

Dedicated Games

1. Midway 'Terminator 2' Gun
2. Namco 'Starblade'
3. Atari 'Mad Dog McCree'
4. Namco 'Final Lap 2'
5. Sega 'Exhaust Note'
6. Atari 'Steel Talons'
7. Sega 'Rad Rally'
8. Namco 'Golly Ghost'
9. Leland 'Dragon's Lair II'
10. Sega 'G P Rider'

Conversion Games

1. Capcom 'Knights of the Round'
2. Capcom 'Captain Commando'
3. Konami 'Turtles in Time'
4. SNK Neo Geo 'Fatal Fury'
5. Capcom 'Streetfighter II'
6. Konami 'Asterix'
7. Konami 'Sunset Riders'
8. SNK Neo Geo 'Soccer Brawl'
8. SNK Neo Geo 'Football Frenzy'
10. Technos 'Wrestle Fest'

Pinballs

1. Bally 'The Addams Family'
2. Williams 'Terminator 2'
3. Bally 'Party Zone'
4. Williams 'The Fun House'
5. Bally 'Gilligan's Island'
6. Williams 'The Machine'
7. Bally 'Dr. Dude'
8. Bally 'Harley Davidson'
9. Williams 'Riverboat Gambler'
10. Williams 'Earth Shaker'

USA

Upright videos

1. Midway 'Terminator 2'
2. Midway 'Super High Impact'
3. Data East 'Captain America'
4. Konami 'Sunset Raiders'
5. Taito 'Double Axle'
6. Capcom 'Captain Commando'
7. Sega 'Spiderman'
8. Namco 'Steel Gunner'
9. Taito 'Space Gun' 3.
10. Leland 'Indy Heat'

Best Software

1. Capcom 'Streetfighter II'
2. SNK 'Fatal Fury'
3. SNK 'Football Frenzy'
4. SNK 'Robo Army'
5. Technos 'Wrestle Fest'
6. Romstar 'King of Dragons'
7. Williams 'High Impact'
8. Strata 'Rim Rockin' B-Ball'
9. SNK 'Super Baseball 2020'
10. Fabtek 'Raiden'

Pinballs

1. Williams 'Terminator 2'
2. Data East 'Star Trek'
3. Gottlieb/Premier 'Surf 'n' Safari'
4. Williams 'Fun House'
5. Williams 'The Machine'
6. Gottlieb/Premier 'Class of 1912'
7. Data East 'Batman'
8. Midway 'Party Zone'
9. Midway 'Gilligan's Island'
10. Gottlieb/Premier 'Cactus Jack's'

Hong Kong

PCB's

1. NMK 'Hacha-Mecha Fighter'
2. Namco 'Tank Force'
3. Capcom 'Street Fighter II'
4. Irem 'Bomberman'
5. Konami 'Vendetta'

Dedicated Games

1. Midway 'Terminator 2'
2. Atari 'Race Driving'
3. Jaleco 'Big Run'
4. Jaleco 'Cisco Heat'
5. Atari 'Hard Driving'

Pinballs

1. Data East 'Batman'
2. Williams 'Terminator'
3. Data East 'Star Trek'
4. Williams 'The Machine'
5. Bally 'Party Zone'

Japan

Table Videos

1. SNK 'Fatal Fury'
2. Sega 'Qubs-Stand Up Outside'
3. Namco 'Tank Force'
4. Capcom 'Streetfighter II'
5. Capcom 'Captain Commando'
6. Video System 'F1 Grand Prix'
7. Irem 'Atomic Punk'
8. Video System 'Power Spikes'
9. Sega 'Quix My Home Work'
10. Technos 'WWF Wrestle Fest'
3. Sega 'FI Exhaust Note'
4. Taito 'Double Axle'
5. Sega 'Rail Chase'
6. Namco 'Final Lap 2 (Deluxe)'
7. Capcom 'Captain Commando'
8. Namco 'Solvalou'
9. Sega 'Super Monaco GP Twin'
10. Sega 'Rad Rally'

Pinballs

1. Data East 'Star Trek'
2. Data East 'Batman'
3. Williams 'Terminator 2'
4. Midway 'Gilligans Island'
5. Data East TMNT Turtles'

Upright /Cockpit Videos

1. Midway 'Terminator 2'
2. Namco 'Driver's Eye'

NINJA CLOWNS™

NEW FROM

STRATA



AN AWESOME LEGEND COMES TO LIFE!

TWISTO -- THE EVIL CLOWN OVERLORD FROM BEYOND -- HAS TAKEN CONTROL OF THE CITY!

ONLY THE NINJA CLOWNS STAND IN THE WAY OF HIS QUEST FOR WORLD DOMINATION!

WITH NERVES OF STEEL AND BODIES OF RUBBER, THE NINJA CLOWNS CLEAN UP THE TERRIFIED CITY'S STREETS!

• SIDE-SCROLLING VIEWS OF WILD AND STRANGE CHARACTERS!

• AMAZING ANIMATION WITH SOUNDS TO MATCH!

• MULTI-LEVELS! DEFEAT TWISTO'S CRAZED HENCHMEN & MOVE A STEP CLOSER TO TWISTO HIMSELF!

• SIMULTANEOUS 2-PLAYER ADRENALINE-PUMPING ACTION!

• BONUS RACKS WITH NON-STOP SUPPRISES!

ZAP! WHAM! SPLAT! THE NINJA CLOWNS THROW A PIE INTO THE FACE OF EVIL!

AVAILABLE AS AN UPRIGHT, HORIZONTAL MONITOR, 2-PLAYER KIT! CALL YOUR LOCAL DISTRIBUTOR TODAY!

TIME-OUT

CLASSIFIEDS

PCB

1 Ajax		\$300
1 Arch Rivals	W/C	\$500
1 Block Block		\$1500
1 Crime Fighter	W/C	\$700
1 D/D 1		\$150
1 D/D 3		\$500
1 Dragon Ninja		\$250
1 Eswat		\$500
1 Final Blow		\$800
1 Final Fight		\$1000
3 Gals Panic		\$700
1 Ghouls -n- Ghosts		\$450
1 Golden Axe		\$800
2 Gun Dealer		\$600
1 Hatris		\$250
1 Heavy Barrel	W/C	\$500
3 Karate Blazers		\$1490
2 Magic Sword	B Boards	\$300
1 Magic Sword		\$800
1 Pang		\$450
1 Search & Rescue		\$350

1 Sky Adventure	\$500
1 Sky Soldier	\$500
1 Snow Birds	\$550
1 Super Pang	\$600
1 Tetris	\$300
1 Three Wonders	\$1500
1 Toki	\$500
1 Twin Cobra	\$500
1 Vapour Trail	\$700
1 Vigilante	\$200
3 World Cup 80	\$650
1 WWF	\$250
2 Xexex (Two play E/W Shooter)	\$1750

Call: Your local agent (1)

NEO GEO CARTRIDGE

Super Spy	\$300
Ninja Combat	\$350
Cyber Lip	\$400
League Bowling	\$400
King of Monsters	\$400
Magicians Lord	\$300

ACCESSORIES

1 600 wide Panel	with Overlay	3 Player	\$200
2 600 wide Panel	Steel	3 Player	\$200
5 500 wide Panel	Steel	Merc's	\$140
5 500 wide Panel	Chaston	1 Player	\$70
10 Steel Doors	second hand	with Ave MK4 Mech	\$150
1 Steel Door	second hand	with 4 Ave MK4 Mech	\$320

CABINETS

	Chaston 500 wide	Steel Door	Ave Mech		\$1200
1	Operation Wolf	Steel Door	Ave Mech		\$1400
5	JPM Pound Rush	Gamblers	Elec Mech	2-3 years old	\$500
5	JPM Noteshoot	Gamblers	Elec Mech	2-3 years old	\$500
1	Pacific Sup/Bonus	Gamblers	Elec Mech	2-3 years old	\$5500

Call: Your local agent (1)

All PCB listed are X operation. Please allow 1 to 3 days for delivery. Please add GST to all prices.

The Parrot

ENGLAND'S No.1
VENDING MACHINE
NOW AVAILABLE
IN NEW ZEALAND



• The Best
'Attention-Getter' Vendor

• Parrot actually
MOVES and TALKS
(Microprocessor
controlled voice and
animation)

• LAYS EGGS — 60mm
capsule with prize inside

• Available on any Coinage

• Easily Transportable

• Shower proof

• A PROVEN INCOME EARNER For
Malls, Supermarkets, Restaurants —
Anywhere you want the kids to bring
Mum and Dad.

635mm wide (25")
560mm deep (22")
1500mm high (60")

"What's
a pretty buy
then"

FOR SALE OR LEASE

\$1750 EACH

TIME OUT

COMMENTS

Streetfighter II:

A limited number of Streetfighter II 1992 Calendars are still available from your local agent. These are free to operators as are giant posters for the new Capcom hit 'Knights of the Round'.

Internal Affairs

As you will have heard/read/seen we are the latest 'political ball' to be bounced around the media. The department has indicated that we may get:-

a: Inclusion of video games in with the new censorship legislation.

b: Possibility of licensing of Amusement Centres and Amusement Centre owners.

More comments on these issues will appear later in this edition. However on talking to operators around N.Z. we seem to be dividing into camps.

Camp 1: Lets not do/say anything - it will all blow over.

Camp 2: I don't really need to worry as someone else will do something.

Camp 3: I am concerned - this is serious.

Question: 'Do you operate any of the games that the department may find offensive?' (and by this I mean pornographic)

Answer: 'Well yes, but....'

Question: 'Are you still operating these - are you going to remove them?'

Answer: 'Well no - not just yet. I mean, they take good money.'

Camp 4: This is serious - no I don't operate any offensive games. I knew immediately I saw that game type that it was not for me.

Yes, lets get organised...Lets:-

a: Find out exactly what the department is proposing.

b. See our local M.P. and advise him that we are concerned about all the issues. We have a viable business - we employ people and have done for many years. We want logic and commonsense to prevail on this issue and we want input into any decisions made.

c. Write a letter to the minister setting out the facts (mentioned above) and get your location owners to write similar letters.

Lets let the minister understand that a number of people actually enjoy our product and that we are offering an alternative entertainment that requires participation, develops co-ordination, awakens interest and can be far more educational than a Hotel or TAB and is a diversion that can be enjoyed for very little money depending on the degree of skill developed. Many young people attend centres/play videos because it is exciting and exhilarating; it requires skill, is challenging and is a place to meet other young people and socialise.

Overseas, the trend is for control - If we do not act then the controls will come without our input and without both sides of the coin being examined. In that case we will really have problems.

Who cares whether you are in business tomorrow or not ?????

If you don't - believe me - no one else does.



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

NEW PCB's NOW IN STOCK

Price includes: mylar and two player loom

Knights of the Round (Jamma 2/3 player)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

King Arthur and the Knights - a game that is surprising many people with its earnings.

Turtles in Time (Jamma, 4 players)

- A sequel that really earns.

\$2250

Ninja Clowns (Jamma, 4 players)

- Top action from the clown.

\$1500

Terminator II (Williams)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- Every arcade should have one.

- This unit will continue to top earnings in '92

\$9600

Xexex (Jamma, 2 player)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

Top space action

\$1700

NEO-GEO TWO SLOT KITS

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

(Complete with universal mother PCB, free game, loom, header mylar, perspex, meter and test switch.)

Now for the first time in N.Z. SNK have made available their two slot units in kit form.

Two slot kit complete with free game.

\$2650

Two slot kit complete with two games.

\$2800

(One of your choice and one of ours.)

NEO-GEO GAMES

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

Mutation Nation (Neo-Geo cabinets only)

- Street fighting type of game

\$760

Last Resort (Neo-Geo cabinets only)

- Space shooting style of game with horizontal scrolling action

\$760

Fatal Fury (Neo-Geo cabinets only)

- Top streetfighter II action

- The best game to date

\$760

Soccer Brawl (Neo-Geo cabinets only)

- Top soccer Action

\$760

Add GST to all prices in this book

SERVICE DEPARTMENT

Power Supplies

We have just had installed a new 'multi load tester unit' for all power supplies.

New supplies are tested under load conditions for 24 hours before dispatch. Repaired supplies are also tested on our 'multi load tester unit'. This unit powers up the supply under different loads, leaves the supply on under load and then turns it off.

With this test all supplies are soak tested before being returned to the customer.

Standard repair charge on all supplies is:

\$35 + GST and parts.

Electronic Coin Mechanisms

We carry a complete set of spares for / and can reprogram:

1. Sentinel electronic acceptors

2. NRI electronic acceptors

- all acceptors are now soak tested on our new coin acceptor test bench before being returned to the customer.

Our service department reports that in 40% of cases NRI acceptors returned for service have physical object blockages (i.e. chewing gum, sticks etc.).

Operators should inspect units before returning them.

Custom I/C/ Replacement

We now carry an extensive range of Capcom Custom I/Cs for quicker service turnaround.

Most other custom I/Cs for other companies can be obtained without the need to return the whole PCB to the manufacturer.

Tube Blasting

To extend the useful life of colour tubes we now provide a 'Tube Blasting Service'.

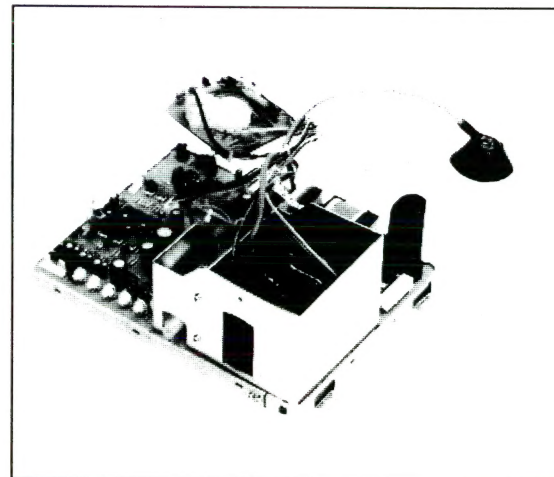
In many cases where tubes have faded to the extent that they can not be used, a professional 'Blast' will revive them to 80% clarity and give the operator up to three years additional tube life.

Streetfighter II

Capcom have advised that:-

1. A new hardness Rom for this game is not yet available.

2. The freeze problem/reset problem is being addressed now and they hope to release a modified Rom soon.



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

THE INSIDEVIEW

Welcome to a New Year, hopefully it will be more prosperous than the last, assuming the Government doesn't come up with any more surprises on peoples spending power.

The year has produced some outstanding success's, Capcom's Street Fighter being the pick of the year, it is interesting to see SNK coming out with Fatal Fury, a Game which resembles Street Fighter II so much, even down to the special moves. Some of the characters have an uncanny resemblance to its Capcom counterpart.

Some of the New releases which we have had a chance to assess are Spiderman, Captain Commando, Block Block, Fatal Fury, Knights of the Round and Terminator II.

Spiderman:

A four player interactive game of the marvel comic characters, Submariner, Hawkeye, Black Cat, and Spiderman. The graphics are done in a comic style with ballooned wordage such as 'WHAM', 'THUD', etc. I have found this game to be more popular with the younger clientele.

Block Block:

An updated 2 player version of Arknoid which is a must for any puzzle comer in the arcade, there seems to be a keen following for puzzle games presently, unfortunately too few are coming out. Average earnings.

Captain Commando:

Four player action game, we come to the conclusion that if you invest in Capcom you can't go wrong. Above average earnings.

Fatal Fury:

2 player interactive fighter. Theme similar to Street Fighter II. This has proved to be the best new game from SNK. It is a must for all Neo Geo operators excellent earnings.

Knights of the Round:

2 or 3 player action game with special control techniques. Game similar to Golden Axe and King of the Dragons but with Street Fighter II's hidden controls. One more from Capcom. Excellent earnings.

Terminator II Gun:

2 player interactive. This game was released just before Christmas, with life like speech and graphics it has proven to be a winner. Top earnings.

Best Regards, Kevin Grundy, Stages Timeout, Auckland.



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

PINBALL RAPIDLY CLOSING VIDEO EARNINGS GAP

THE US-based Professional and Amateur Pinball Association (PAPA) is predicting that the earnings gap between pin tables and video games will soon close, ending 10 years of video domination in the States.

The association estimates that pinball now accounts for 37 per cent of the amusement dollar, as opposed to 42 per cent for video, and the gap is closing rapidly.

PAPA has released the statistics on the eve of its second international pinball tournament which takes place in New York this weekend, February 1-2. Four hundred players are expected to take part, including players from England, Canada and Japan.

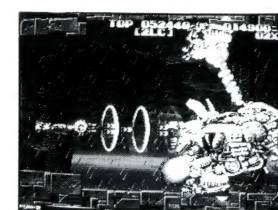
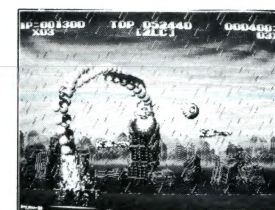
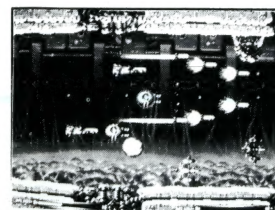
PAPA was founded in 1984 by New York amusement centre operator and pinball enthusiast Steve Epstein, owner of the Broadway Arcade. Epstein, with the help of Williams/Bally's director of marketing Roger Sharpe, created a pinball scoring system which could rank pinball players based on skill. Successful leagues were established and last year the first international PAPA event was held.

Epstein says: "There is a solid base of pinball players who keep coming back to the game they loved in their youth. At the same time, today's pinball is a skill game, with a new generation of innovative computer technology, multi-level play, realistic sound and voice effects and enormous appeal for the new player."

LAST RESORT - SNK

What could arguably be called the most exciting release by SNK in a long time comes in the form of a horizontal scroll shooting game that takes the player on a chaotic adventure of life and death. All in all, "Last Resort" is a pretty good game. The player lands right smack in a scenario in which aliens once again threaten life as we know it on Earth. The game takes place in the future; by this time, the moon has been colonized and inhabited. At first glance, this game resembles other horizontal scroll games in its basic format. But SNK has added it's own special touches for that extra playing excitement. With a special "unit" option system, the player can rotate the screen in three dimensions, the better to get a bead on the Bug-Eyed Monsters (BEMs) before they do in the Earth.

Also, with the normal game, when the player advance to the next level his/her weapon usually doesn't change, right? But with "Last Resort", as you get better, so does your weapon. You start out with your "maniac" weapon, a triple shot. As you destroy the BEMs, you get the opportunity to power up to some fancier hardware. You can pick up lasers, homing missiles and air-to-ground missiles. You can also gain strength by holding down the firing button, or shoot by letting it go. All together, the game gives you 10 levels (2 rounds each of 5 stages) as the alien attack increases in magnitude. Control of the action is handled through the familiar 8 directional joystick and two buttons. The earth is waiting for your help with bated breath.





COIN CABINETS/PARTS

CONTROLS

Controls (Rotary type)		\$110.00
Controls (MCA) type	1 off	\$30.00
	10 off	\$28.00
	50 off	\$25.00

BUTTONS

Button (MCA) type	1 off	\$6.00
	10 off	\$5.50
	50 off	\$5.00
Dummy buttons (plugs)	1 off	\$4.00
	10 off	\$3.00
MCA button micro switches		\$3.00

POWER SUPPLIES

-15 amp switch mode/subboard	1 off	\$100.00
	10 off	\$80.00
-15 amp switch mode	1 off	\$70.00
	10 off	\$60.00
- subboard with leds		\$30.00

COIN MECHS - ELECTRONIC

NRI G13-1404		\$395
NRI G13-1002		\$300
NRI G13-0004		\$300
NRI Front plate only		\$30
Universal Credit PCB		\$110
Credit Display Units		\$75

COIN MECHS - MECHANICAL

Coin Mech (Video Game)	1 off	\$50.00
anit strimming	10 off	\$45.00
-Pinball Type (S10)		\$50.00
-Pinball (S10)	\$1 / \$2	\$75.00
mech return spring		\$4.00
Front stainless plate (chaston cabinets)		\$20.00
AVE coin mechs (20c/50c)		\$130.00
	10 off	\$110.00
Ave Mech. microswitches		\$12.00

KORTEK TUBES/MONITORS

Tube/Monitor/Transform 26"	1 off	\$890.00
(Kortek Original)	10 off	\$790.00
Tube/Monitor/transform 20"	1 off	\$480.00
(Kortek Original)	10 off	\$430.00
Kortek 20" Tube		\$260.00
Kortek 20" Monitor		\$260.00
Kortek 26" Transformer		\$60.00
Kortek 26" Tube		\$495.00
Kortek 26" Monitor		\$455.00
TV 20" transformer		\$45.00

CONTROL PANELS COMPLETE -

STANDARD OR 500m WIDE		
* Available in different colours		
Single Player complete		\$120.00
Double Player complete (3 button)		\$190.00
Double Player panel - neo geo style		\$230.00
Taito Japan (3 button)		\$200.00
Three Player complete (3button)		\$300.00
Four Player Panel Wooden		\$445.00
Four Player Panel Wooden/overlay		\$500.00
Four Player Panel - metal N/G		\$500.00
Panel Mylar Overlay		\$80.00
Streetfighter panel		\$250.00

CONTROL PANELS/ METAL WORK

Single Player/Double Player	\$45.00
500m Wide	\$45.00
Taito Japan	\$70.00
Three Player	\$90.00
Four Player wooden base/metal top	\$225.00
Four Player metal- neo geo style	\$275.00
Control Smooth Top bolts/nuts	\$1.00
Control Panel Clamps	\$ 8.50

CABINET GLASSES

Screened		
20" standard		\$40.00
Unscreened		
20" standard		\$25.00
26" standard		\$30.00

CABINET PARTS

Coin Counter complete with PCB		\$35.00
Coin Counter		\$15.00
Counter PCB		\$20.00
Cash Box Door		
(Metal single / Double mech.)		\$85.00
(Metal 4 coin mechs.)		\$95.00
Cash Boxes	(slide type)	\$30.00
	(Taito type)	\$30.00
Metal cash box surrounds/stainless lid		\$110.00
Wheels (each)	(long life)	\$15.00
Locks	(barrel type)	\$11.00
	(Cuboard type)	\$12.00
Speakers		\$20.00

FLUORESENT FITTINGS

Complete	\$45.00
Tubes (new long life)	\$10.00
Starters	\$ 2.00
Choke	\$15.00

GENERAL PARTS

Blank Mylars	\$20.00
Printed Mylars (any name)	\$30.00
Lexon Panels (each)	\$ 8.00
PCB holders (plastic)	1 off \$20.00
	10 off \$16.00
Degaussing wands	\$150.00
Arch Rival Control Rubbers	\$25.00

MINI LOOMS

Complete mini loom - 1 player	\$35.00
Complete mini loom - 2 player	\$40.00
Complete mini loom - 4 player	\$55.00
28 way edge connector	\$ 8.00
22 way edge connector	\$ 7.50
18 way edge connector	\$ 7.00
Mini loom plug	\$ 4.00

SECURITY BARS

Taito (NZ) Cabinets	\$40.00
Pinballs	\$40.00
Special bolt only	\$35.00

Quantity / Indent discounts on All Parts



Secret Agent (S'SPY)	\$480.00	Terra Cresta	\$300.00
SD Gundam	\$1140.00	The Hustler (Konami)	\$300.00
Shadow Dancer	\$735.00	The Legend of Makai	\$380.00
Shinobi (Sega)	\$600.00	The Leg'd of Hero "Tonma" (Irem)	\$580.00
Side Arms	\$250.00	Task Force Harrier	\$500.00
Silk Worms	\$450.00	Tetris	\$700.00
Simpsons	\$1200.00	Three Wonders	\$1600.00
Sky Smasher	\$880.00	Thunder Dragon	\$1000.00
Sky Adventure (SNK)	\$600.00	Thunder Fox	\$920.00
Sky Soldier (SNK)	\$550.00	Thunder and Lighting	\$390.00
Sly Spy	\$500.00	Thunder Zone	\$840.00
Slap Fight	\$400.00	TMNT	\$960.00
Snow Bros. (TOA Plan)	\$490.00	Truxton	\$580.00
Space Battleship	\$480.00	Toki (Tad)	\$700.00
Splutter House (Namco)	\$810.00	Turbo Force	\$1020.00
Spiderman (2 player)	\$1800.00	Twin Bee II	\$1050.00
Shadow Dancer	\$870.00	Twin Eagle	\$620.00
STG	\$900.00	Twin Cobra (Tiger)(Taito)	\$520.00
Strato Fighters	\$550.00	Twin Hawk (For 2 players)	\$600.00
Street Fighter (Capcom)	\$900.00	UAG	\$700.00
Street Fighter II	\$1890.00	Ultraman	\$600.00
Spinal Breaker	\$580.00	Vandyke	\$490.00
Strahl	\$1600.00	VapourTrial (Deco)(Kuhca)	\$600.00
Street Smart	\$750.00	Vigilante	\$400.00
Strike Gunner	\$600.00	Violence Fight (Taito)	\$1100.00
Super Contra	\$700.00	Volfied (Taito)	\$620.00
Super Pinball Action	\$650.00	Vendetta	\$1580.00
Super Space Invader	\$1030.00	Virmana	\$820.00
Super Masters Golf	\$1100.00	U.S.Navy	\$1150.00
Super Pang	\$662.00	Wardner (Taito)	\$280.00
Superman	\$1150.00	Willow (Capcom)	\$1450.00
Surprise Attack	\$450.00	Wolf Fang	\$2190.00
Sunsetriders	\$1900.00	Wonder Boy	\$320.00
SRD	\$400.00	World Cup '90 (Temco)	\$640.00
Super Formular Kit	\$960.00	Wrestle War (Sega)	\$450.00
(Video System)(Dart Fox Type)		Wrestlefest	\$1770.00
Superline	\$460.00	Xexex	\$1400.00
Tecmo Knight	\$560.00	Zero Wing (TOA)	\$480.00

All PCB's come with loom and header mylar



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
 Central N/I: Robert Briggs Ph(073) 463-783 Fax (073) 463-784
 Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
 South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

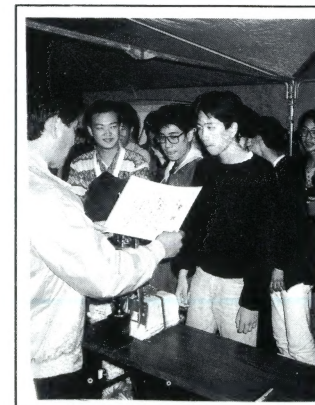
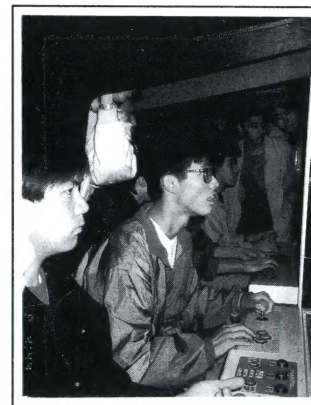
Gaplus	\$320.00	New Zealand Story	\$540.00
Galop	\$1100.00	Ninja Gaiden NF	\$540.00
Gang Wars (SNK)	\$700.00	Ninja Kids	\$1300.00
Gemini Wing	\$420.00	Ninja Spirit	\$550.00
Ghouls n Ghosts	\$1300.00	Ninja Turtles	\$960.00
Golden Axe (Sega)	\$740.00	Ninja Turtles pt II	\$2250.00
Golfing Greats	\$1450.00	Outzone	\$810.00
Gradius III (Konami)	\$588.00	Operation Thunderbolt kit	\$1800.00
Growl	\$1100.00	P 47	\$500.00
Growl conversion Kit	\$400.00	Pipe Dream	\$550.00
Gun Frontier	\$1100.00	Pipi and Bibis	\$1750.00
Gun Force	\$920.00	Pitfighter (3 player)	\$820.00
Hammerin Harry	\$580.00	PocketGall II	\$450.00
Hard Puncher	\$660.00	Pang	\$600.00
Hat Trick Hero	\$2150.00	Packland	\$800.00
Hatris	\$385.00	Pacmania (namco)	\$840.00
Halley's Comet	\$350.00	Passing shot	\$650.00
Heavy Unit (Taito)	\$400.00	Perfect Billiards	\$350.00
Hell Fire (Taito) (2 Players)	\$420.00	Plotting (Flippul)(Taito)	\$300.00
Ikari (w/2Pcs Spec'l J'Stick)	\$410.00	Pole Position II (PCB)	\$710.00
Image Flight (Irem)	\$580.00	Power Spike	\$940.00
Inspector X (Taito)	\$540.00	POW (SNK)	\$470.00
Jockey Club	\$2000.00	Prehistoric Island	\$520.00
Joy Joy Kid	\$1540.00	Punk Shot	\$490.00
Karuki Z (Taito)	\$350.00	Puznic (Taito)	\$450.00
Kageki (Taito)	\$350.00	Rally Bike	\$810.00
Karate Blazers	\$1400.00	Raiden (Sribu)	\$1580.00
Kengo	\$860.00	Rainbow Island	\$490.00
King of the Dragons	\$1750.00	Rampart	\$470.00
Klax	\$480.00	Rasten Saga	\$480.00
Last day	\$950.00	Rasten Saga II	\$650.00
Legard of Kage	\$220.00	Revenge of DOII	\$350.00
Lightning Fighter	\$980.00	Robocop (Deco)	\$520.00
Magic Sword	\$1450.00	Rod Land (Jaleco)	\$950.00
Magical Crystal	\$1140.00	Roller Games	\$680.00
Major Title	\$1450.00	Rolling Thunder II	\$1300.00
Main Event	\$350.00	Rolling Thunder	\$550.00
Master of Weapons	\$480.00	Rough Racer (Seca)	\$1120.00
Midnight Resistance	\$660.00	Robocop II	\$1100.00
Mercs	\$1400.00	R Type II (Irem)	\$580.00
Monster Land	\$400.00	Rush and Crash	\$250.00
Mustang	\$520.00	Rygar	\$420.00
Mutant Fighter	\$920.00	S.A.R	\$640.00
Nemo	\$1360.00	Salamander	\$400.00

Street Fighter II Retains Popularity

According to recent returns, Capcom's "Street Fighter II" still retains its deep-rooted popularity among game players. The game, which seems to draw experienced as well as first time players like a magnet, leaves those who challenged the game with a feeling that they can easily master its techniques. Capcom has recognized and seized this opportunity to increase support for the game and give itself a little PR in the process by holding a nationwide Street Fighter II championship. Sponsored by another company, Fuki Shokai, the Street Fighter II Championship was held last November and drew a significant amount of attention from all over Japan. The championship was held in Ibaraki-city in

Osaka prefecture. It drew 190 entries and a further 210 observers. The competition lasted from noon to 6:30. The level of excitement gradually built up all day until it reached a fever pitch during the final fight. A spokesman for Fuki Shokai commented, "We think we can communicate with players on the same level by offering the best possible amusement atmosphere for our customers."

Among the Participants were a large number of Women. After 6 hours Of intense competition, a winner was declared. There were a total of 400 people, including those in the gallery.



Society can reduce violence - expert

Violence in society may not be able to be eradicated, but it can be reduced if attitude change and people are committed to stemming violent behaviour, psychologists say.

While some commentators regarded violence as inevitable, there were effective ways of preventing it, said a spokeswoman for the Psychological Society, Dr. Gabrielle Maxwell.

"Change will involve us all in rethinking how we cater for children, how we use punishment, how well we provide support for families, and how we react to public events," Dr. Maxwell said.

Success would depend on everyone taking responsibility—parents, teachers, voters, the media, and politicians.

A British study found it was possible to predict 75 per cent of male offenders who had been imprisoned by the age of 32, from information collected when they were aged between eight and ten.

Although background factors were important, not everybody who had a deprived upbringing chose to be violent. Family factors playing a major role in setting behaviour patterns were beatings and disruption of parent-child ties.

Almost all violent offenders in jails had suffered frequent and severe physical punishment as children, Dr. Maxwell said.

"They have almost all been moved from one home to another and had different people looking after them," she said.

Other important family factors included poor parental supervision, family discord, a lack of closeness with other people, an absence of shared leisure activities in families, and childhood sexual or physical abuse.

Dr. Maxwell agreed with the Prime Minister, Mr. Bolger, that Maoris were more likely to commit violent offences than non-Maoris.

"Maori have experienced disruption to their culture. Their traditional patterns have been broken by outside forces and the essential spirit of their society, Maoritanga, has been severely damaged by events of the past 200 years," she said.

"Add to that the relatively impoverished condition of Maoris compared to non-Maoris—one in four Maoris are unemployed—and the differences in crime rates become very comprehensible."

Differences in physiology also meant that men were more likely to behave violently than women. But not all men were violent. Again family influences were important.

Images of successful men often included bravery and toughness while images of desirable women included gentleness and weakness, Dr. Maxwell said.

The media, television in particular, supplies models of violence.

"Visual material not only shows people how to commit crime but also provides violent models with whom people can identify.

Authorities, the media, and the public could take action to reduce stigmatisation and labelling of offenders. Research had shown that chances of violence increased when someone felt irrevocably branded.

Birching and capital punishment were ineffective in reducing violence, she said.

"The use of harsh physical punishment increases the chances of reoffending."

The real difficulty with deterrents was that most crimes of violence were impulsive responses.

"Violent people act out of fear and anger. They don't stop to consider the longterm consequences of their behaviour. They are driven by emotions, by established habits, and imitation of others."

Violent offenders could be helped to rehabilitate themselves if they:

- Found reward in constructive activities.
- Had positive examples among those they associated with.
- Found that society uses a firm but fair approach in rule-making and administering penalties.
- Could develop skills that would help them make friends and develop close relationships.
- Established links with the community.
- Had good relations with police, social workers, and prison staff.
- Had success in changing or breaking old habits.
- Were involved in planning their own programmes.
- Could break links with criminal friends.
- Learnt to identify situations where they might be at risk.

Original Logic PCB Available EX Japan

Allow one - three weeks delivery

Prices may change due to New Zealand dollar variation

Acrobat Mission	\$1000.00	Crude Buster	\$720.00
Air Buster	\$580.00	Clutch Hitter	\$1400.00
Aliens	\$920.00	Dark Seal	\$550.00
Alien Storm	\$750.00	Death Blade	\$920.00
Altered Beast	\$500.00	Desert Assault	\$700.00
Area 88	\$1100.00	Demons World (Taito)	\$700.00
Assault	\$900.00	D.D. Crew	\$1000.00
Balloon Bros 700	\$490.00	DJ Boy (sega)	\$600.00
Berlin Wall	\$1000.00	Double Dragon	\$460.00
Blade Master	\$850.00	Double Dragon II	\$550.00
Block Out Kit	\$780.00	Double Dragon III	\$540.00
Block Block	\$1400.00	Dragon Breed	\$560.00
Blood Brothers	\$860.00	Dragon Ninja	\$710.00
Bomber Man	\$1480.00	Dragon Sabre	\$1300.00
Bubble Bobble (Taito)	\$690.00	Dragon Spirit	\$850.00
Beach Volley	\$350.00	DriftOut	\$1550.00
Bonanza Brothers	\$560.00	Dynasty Wars	\$1300.00
Cabal	\$580.00	Dyna	\$1350.00
Caliber 50 (seta)	\$760.00	Edward Randy	\$660.00
Captain Commando	\$1980.00	Elevator Action	\$220.00
Chelnov	\$380.00	E.D.F	\$560.00
Cadash	\$560.00	Eswat	\$650.00
Castle of Dragon	\$480.00	Escape Kids	\$760.00
Chase H.Q. Kit (Shift Lever/accel etc)	\$3500.00	Espial	\$400.00
Chemov	\$410.00	Exciting Hour	\$220.00
Cobra Command	\$450.00	F1 dream	\$440.00
Columns II	\$968.00	F1 Grand Prix	\$2200.00
Crime Fighters	\$800.00	Fighting Fantasy	\$470.00
Chiki Chiki (6up/ m'twins)	\$1400.00	Fighting Hawk (Taito)	\$550.00
Chopper 1 (SNK)	\$400.00	Final Blow	\$1100.00
Cabal	\$320.00	Final Fight	\$1300.00
Choplifter	\$290.00	Final Round	\$670.00
Champion Wrestler	\$750.00	Finalizer	\$250.00
Combatribes	\$550.00	Fire Battle (Taito)	\$200.00
Cotton	\$680.00	Flying Shark (Taito)	\$400.00
Commando	\$400.00	Formation Z	\$200.00
Crime City	\$1050.00	Free Kick	\$320.00
Cross Blades	\$850.00	Galaga	\$320.00
		Galaga 88	\$840.00

PUTTING CHALLENGE™

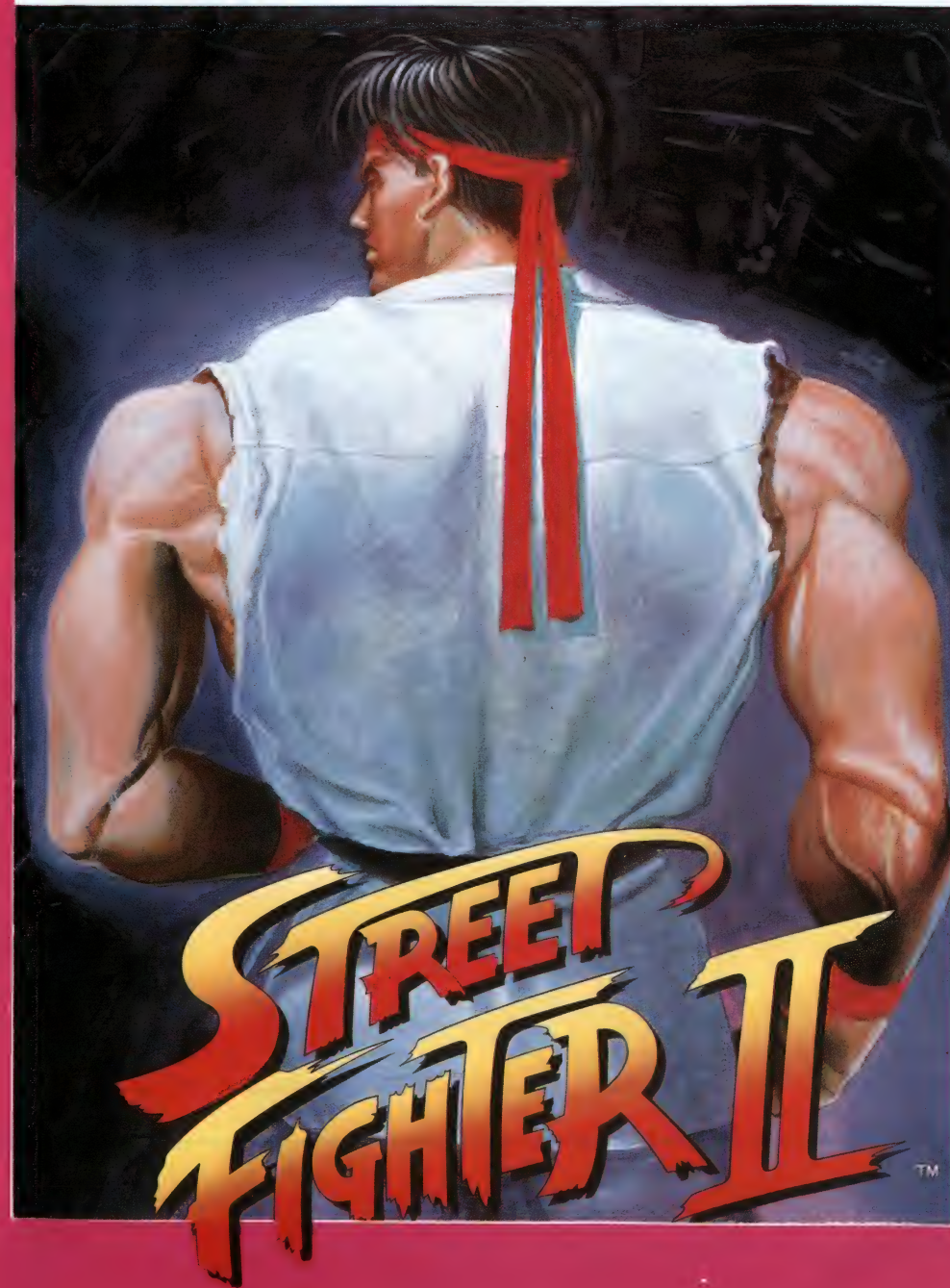
A PROVEN MONEY MACHINE
NOW BACKED BY OUR EXCLUSIVE
'Tee-to Green' WARRANTY!



• NEW OPTIONS •

Choice of original or new championship course.
Choice of front or back nine.

CAPCOM





© CAPCOM 1992 ALL RIGHTS RESERVED.

It has been said that only the man who is destined to be the king can pull the sacred sword, EXCALBUR, from the rock. But one day, Arthur, who had been training himself to be a Knight, pulled out the sword and so the story began.



NOTE

New dates for Queensland Show

Vince Ditton the co-ordinator for the Queensland AMOA's, Convention '92, has notified us that the association have had to change the dates of this years show to the 24th and 25th of September.

Previously advertised for the 17/28th August it was found that the annual JAMMA show in Japan which is normally around October has been moved forward to those same dates in August.

As many within the industry visit Japan for the big JAMMA show, the organisers were forced to alter dates to prevent the clash and after quite a hassle in securing a somewhat late booking, were fortunate to secure the new dates mentioned and retain the Royal Pines Resort as the venue.

So, same place, different date.

The Royal Pines Resort, Gold Coast, Queensland on Thursday and Friday, **24/25th September, 1992** is the place to be. Pencil that in and I'll see you there.



N.Z. COPYRIGHT DECISION

An important case concerning infringement of copyright in video games in New Zealand has recently been concluded. The case began in May 1990 when an arcade operator imported two PCBs for a game which was one of Coin Cascades exclusives. When those PCBs were discovered, Coin Cascade obtained a High Court order seizing the boards and holding them in Court until the case was completed.

The final result of the case is that the following orders have been made by the High Court against the operator:

1. An injunction restraining him from using PCBs for the game in question unless they had been originally supplied by Coin Cascade.
2. An order that the infringing PCBs be forfeited to Coin Cascade.
3. An order that the operator pay over all money received from use of the infringing PCBs.
4. An order that the operator pay \$6,000 towards the cost of taking the case against him.

In addition to this, the operator had to pay his own legal costs. It is estimated that the total cost to the operator was \$15,000 - \$20,000.

COIN CABINETS/PARTS

DRIVER PARTS

Steering Wheels	
Gearsticks	\$110.00
Atari steering combs	\$35.00
Outrun steering springs	\$20.00

TOYS

Standard Size	\$2.55
200 plus	\$2.45
600 plus	\$2.40
Jumbo Size	\$9.00

AIR HOCKEY TABLES

Pucks	\$12.00
Bats	\$25.00
Plastic Shields	\$140.00

Pinball Parts

FLIPPER

Flipper base assemble	\$18.00
End of Stroke switch	\$13.00
Coil stop assemble	\$8.00
Coil bracket	\$8.00
Coil plunger spring	\$3.00
Coil	\$35.00
Coil Sleeve	\$2.00
Coil Brushing	\$6.00
Pawl Assembly	\$40.00
Flipper crank	\$8.00
Flipper link	\$3.00
Flipper link assembly	\$15.00

JET BUMPER ASSEMBLY

Bumper ring assy.	\$12.00
Bumper Base	
Bumper Wafer	\$5.00
Bumper Body	\$8.00
Bumper Cap	\$10.00
Coil	\$20.00

DISPLAYS

7 Digit alpha/numeric	\$170.00
16 Digit alpha/numeric	\$240.00
6 Digit gas discharge	\$90.00
7 Digit gas discharge	\$95.00

BALL SHOOTER

Shooter Spring	\$5.00
Rod Spring	\$4.00
Shooter Housing	\$50.00
Rubber Shooter tip	\$1.00
Rod Assembly	\$30.00
Ball Shooter Sleeve	\$4.00

RUBBERS

Flipper - new long life	\$4.00
Plunger tips	\$1.00
Rubbers:-	

1" \$0.65	2" \$2.00	3" \$2.00	4" \$4.00	5" \$4.00
1 1/4" \$0.75	2 1/2" \$2.00	3 1/2" \$3.00	4 1/2" \$3.00	6" \$4.00
1 1/2" \$0.85				

(Bulk discounts available)

BULBS

Standard	pk 10	\$7.00
Push In	pk 10	\$8.00

GENERAL PARTS

Pinball feet	\$12.00
Pinball front door lock/bracket	\$25.00
Pinball cash box	\$50.00
Drop Target return springs	\$1.50
Mini target microswitches	\$12.00
Posts	\$4.00

Quantity / Indent discounts on All Parts

AMOA - AGM

A meeting was held in Auckland on the 19th of February and involved 18 Operators. All operators expressed their concerns and felt that some operators were not attempting to create a good image, that the public's perspective of the industry is that we are all bad buggers and like in the older days, we should all be burned at the stake.

My observation of the meeting is that the operators have in general a low esteem of themselves and that the industry lacks direction. There are common goods which the industry can achieve and in doing so improve the public image. This requires a harmonious union of Associations and a common desire amongst operators to become more professional in their operations and management of their businesses.

The main concern was the proposed legislation (True or False) which could close down operators working in dairies.

Also, statements made by Mr. Lee, the Minister of Internal Affairs on Television and Radio in recent weeks, again the image of the industry is bad where there was association with crime and criminals.

To give direction to the meeting it was proposed to form a sub committee whose function it was to:

- Investigate whether any legislation was before the house.
- Determine what effects this would have on the industry.
- Develop a strategy which would allow the Auckland Association to interact and communicate with those persons involved in the preparation of legislation.
- Source and identify research data which indicates positive things which effect the industry.

At the time of writing it is considered that there is no legislation before the house which effects the industry at this point in time. However there is a strong need for the industry to represent themselves from a national perspective. This will demonstrate that the industry is united and give a stronger representation to Government. We need to clean up our own back yard rather than have someone else clean it up for us.

In conclusion I would say that the operators that I have met, work hard, are genuine in their concerns about cleaning the industry up, but lack direction as to how it can be done as individuals.

We waffle and squabble within the industry, there is a lot of talent just waiting to be tapped whose efforts can assist in making the industry a better environment to work in.

New Boy in the Industry
Darrell Skiffington,
Auckland.

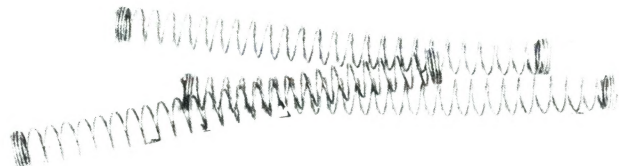


Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

**ONLY
\$5.00**

PINBALL SHOOTER SPRINGS

Part No. 10 - 148 - 2



END OF STROKE SWITCH

Part No. SW 10A8

USUALLY \$10.58



**ONLY
\$13.00**

DUMMY BUTTONS



ONLY \$1.85
Special 10 plus units

WILLIAMS LINK ASSEMBLY

Part No. A 10656

USUALLY \$8.72



**ONLY
\$15.00**

TIME OUT



Coin Counting Machine Model CS20 Junior

- Counts and batches 10c, 20c, and 50c coins
- Counting speed of up to 1500 coins a minute
- Compact, lightweight and portable
- Reject coin tray for bent or incorrect coins
- 6 month full warranty for all parts and labour

\$2495

Coin Counting Machine Model CS30 Junior

- Counts and batches 10c, 20c, and 50c coins
- Counting speed of up to 1500 coins a minute
- Automatic coin hopper for up to 4000 coins
- Easy use control panel with LED display
- Reject coin tube (for bagging)
- Optional foot control switch (for hands-free operation)
- 6 month full warranty for all parts and labour



\$2995

Dispensing Machine Model CVK70D

- Counts, dispenses and batches all denominations by value
- Counting speed of up to 2000 coins per minute
- Automatic coin hopper for up to 3000 coins
- Memory for use when 'sub-totalling' and 'grand totalling'
- Reject coin tray for bent or incorrect coins
- Optional extension hopper for an additional 1500 coins
- 6 month full warranty on all parts and labour

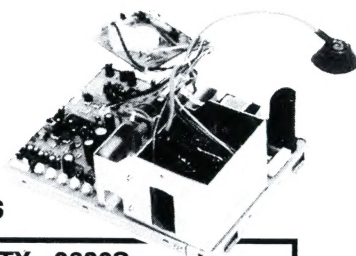
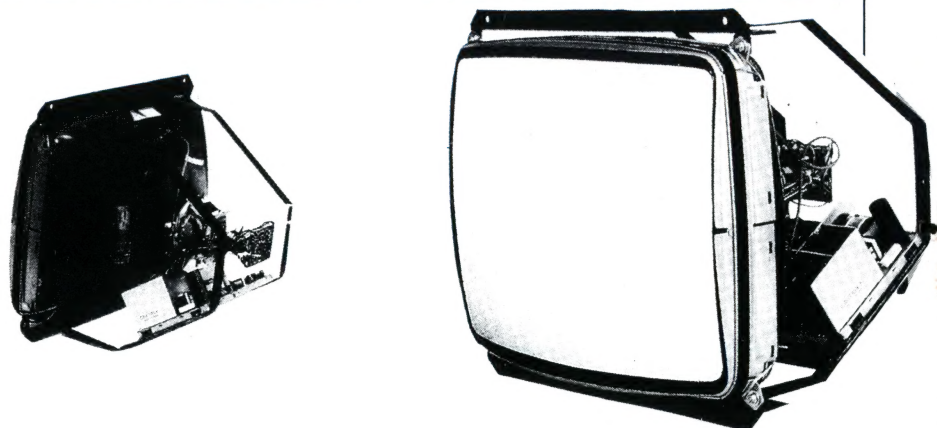


\$3995

Save Time: (not pictured) \$1595

TIME-OUT

KORTEK 26" MONITOR



Specifications

	KTX - 2602S
CRT	Separate
RGB Video Signal Level	2.5v - 5v P-P Positive
Sync Signal Level	1.0v - 5v P-P
	H/V Composite or H/V Separate
	Negative or Positive
Scanning Frequency	Horizontal 15.75KHz Vertical 60Hz
Video Bandwidth	10MHz
Resolution (centre)	
Input Connector	6 Pin Connector
Power Source	100VAC, 50/60 Hz
Power Consumption	85W

MARCH SPECIAL \$745 for 2 plus units

NOW SUPPLIED WITH STEPDOWN TRANSFORMER AND UPFRONT CONTROLS AT NO EXTRA COST

TIME-OUT

Amusement Arcades and the Media

Thesis by Petra Dobrijevic 1984

With regard to leisure, the message presented in the media is:

'...enjoy yourself, but in a certain manner only' (Phillips, 1973: 323)

This once again shows how the media reinforces social norms. Even in the leisure sphere, which is supposedly free from social constraints, individuals are unable to truly determine how their time will be spent.

From the mid -1970's, with the development of the video 'Ping Pong' games, until the introduction of 'Space Invaders' in 1978, the media presented stories on the popularity of the games and looked at the technological advances made by the amusement industry:

'Once this angle had been exploited however, the media were in need of a new angle, and in themoral panic they again found a tried and true formula for selling their papers.' (van Moorst, 1980b: 8)

Amusement arcades have been blamed for many social ills. A feature on 'Nationwide' (ABC, Channel 2, September 1983) concerned a child prostitution and child pornography racket in Melbourne. The following evening, youths in Kings Cross were interviewed on the programme. They were asked where such activities were organised in Sydney. Their response was that amusement arcades served as distribution centres for pornographic literature and as 'pick-up' places where young people worked as prostitutes.

In Michael Willessee's documentary 'Kids of the Cross', it was claimed that amusement centres have direct links with organised crime. However, this suggestion was not supported by the presentation of evidence and no specific examples were mentioned.

These are two allegations made against amusement arcades, which are fairly representative of media sensationalism. The 'moral panic' over game centres is not only a reality in Australia -

America too, is witnessing an anti-video game panic.

An American radio station held a forum on video games (MacNeil and Lehrer, 1983). Those involved included Mrs. Ronnie Lamm and Rabbi Steven Fink, both well known anti-video game campaigners, an industry representative, Glenn Braswell, and the science editor of Smithsonian magazine, Paul Trachtman.

Lamm is actively involved with various community groups. Her views are fairly representative of those held by arcade opponents:

'I'm afraid the rays coming from the screen are harmful...I don't believe this kind of computer training is good for our kids...I feel these games must be addicting because they're taking over our children's lives...we just don't know about the quality of the individuals running the arcades.' (Lamm in Shaw, 1982a: 39)

These generalists reveal a fear of unknown. None of her allegations are accompanied by any hard evidence.

The same can be applied to comments made by Rabbi Fink:

'The games are very different from Cowboys or Indians or even playing soldiers. In those games they emphasise imaginary kinds of skills. There's nothing imaginary about the zapping of space ships or little monsters on the screen.... When children spend hours in front of a screen playing some of these games that are inherently violent, they will tend to look at people as they look at these little blips on the screen that must be zapped - that must be killed before they are killed.' (Fink in MacNeil and Lehrer, 1983: 58)

Fink's claims have little foundation, from my research and that of others. Players see video games as based on fantasy - they are games and not real life. As Braswell succinctly states, video games:

'...have a cartoonish, fictional, fantasy feature to

them which the children simply do not relate to as real life. So there's been no transferred effect of violence in video games and violence in human action by the individual players...so I think it's going to be hard to establish a casual relationship between video games and violence.' (Braswell in MacNeil and Lehrer, 1983: 63)

In the electronic media, at least a small amount of public debate over arcades has been presented, although the anti-video supporters have been given the greater exposure.

Press articles on video games and amusement centres can be classified into several categories. Firstly, there are reports which condemn arcades. Ronnie Lamm's comments are representative of the views expressed in many newspaper articles:

'These games corrupt our youth.... They are not wholesome. They addict and mesmerise our children and force them mindlessly to pour money into the slots. We see kids playing them late at night and during the day when they should be at school. Suddenly, the machines are everywhere and they must be beaten.' (Lamm in Duncan, 1982: 6)

The irony of Mrs. Lamm's final comment must be appreciated. She wants video games banned; not defeated by skilled players!

Lamm asserts that the games are responsible for youth corruption. Children are, she suggests, addicted to the games. The type of addiction alluded to is of a physiological nature and as such, is not applicable to the playing of video games. As van Moorst perceptively states:

'...the type of addiction and need involved with hard drugs, including cigarettes and alcohol, is totally different to the psychological desire to go to the football, eat certain foods, watch soap operas on T.V. or play pinball machines.' (van Moorst, 1980a: 7)

Lamm also attempts to establish a connection between truancy and arcades. This has been a popular topic for journalists to sensationalise. As recently as 18 September, 1984, a front page article on truancy appeared in the Sydney Morning Herald.

Prior to this, there had been a quiet period when arcades did not attract bad publicity. In the article entitled: 'Pinball's the game for a day off school', we are told of a visit paid on the previous day to arcades in George Street, Sydney. The article recounts interviews with various arcade patrons who were not at school yet, were of school age. The purpose of the article is to draw attention to the truancy problem and the convenient scapegoat on which to place the blame, is the amusement centre:

'The pinball parlours which line George Street on both sides were moderately crowded yesterday, and each had a healthy proportion of children who should have been at school.' (Hill, 1984)

If the journalist had simply wanted to interview truants, he could have gone to a variety of venues - movie houses, bowling centres, shopping arcades, Hyde Park - to any of several social settings. Truants do not only congregate at arcades but can be found in any public place. This type of journalism is extremely superficial. Arcades do not cause truancy. Rather, they provide an outlet for it. In criticising arcades, the actual cause of truancy may be glossed over, the schools, some commentators feel are at fault:

'...their discipline, curricula, and their overall relation to the rest of society and young people's lives.' (van Moorst, 1980a: 6)

In addition to the social evils arising from the playing of video games, there are also health risks to be considered. Firstly, there was 'Space Invaders Wrist' ('The Space Invaders Find a New Weapon', 1984). Then fears arose over the radiation emitted from video screens¹. The latest health warning concerns 'video-game palsy'.

'The first victim to be diagnosed, a 26-year-old man, suffered numbness and weakness in his left hand after playing video games for about an hour a day for a month.

Doctors say he might have suffered permanent nerve damage if he had continued his daily ritual.

1. This threat has been eliminated as video game screens have been cleared by health officials ('Tiring, but VDTs given a clean bill of health', 1983).

The case was reported by Dr. Robert Friedland, of California, in the New England Medical Journal.

'I'm not saying that video games are dangerous, but it is possible to damage a nerve in your hand', he said.' (ibid: 3)

The final comment made by Friedland could be made about any physical activity such as playing tennis, driving a car or washing dishes, for example. Yet, possible nerve damage¹ is related to playing video games and not to other activities.

Not all articles on video games are concerned with the 'moral panic'. One angle used in some stories is the acknowledgement of technological advance in game design:

'Pac Man - prepare for battle. Daring Dirk is the new challenger - a feisty opponent primed to cut a swathe through the arcades in Dragon's Lair, the first coin operated video disc game.

Dragon's Lair, an eight-minute animation, is actually a movie in which the player participates.' (Daring Dirk Duels with Video Games, 1983)

Articles which come under this category, do not offer moralistic judgements on the games or amusement centres. They instead concentrate on the themes of technology and profits.

Another approach adopted by some journalists with regard to video games, is to reinforce the benefits of game playing. A conference on video games and learning was held at Harvard University in May, 1983. A brief summary of the findings was presented in the Sydney Morning Herald. It was agreed, by the 'specialists' - a group of psychologists, teachers and computer designers, that:

'Not only do video games improve hand/eye co-ordination as proponents of the electronic games have previously argued, but they also teach a range of important intellectual skills... drawing generalisations from specific observations, improving one's spatial perceptions, and learning to handle multiple variables that interact simultaneously.' (Butterfield, 1983)

Playing video games can, in some instances, lead to an interest in computers. A group of thirteen year old school boys recently formed a software company to sell the computer games they programmed. These boys are representative of:

'...the big number of youngsters swapping skateboards for computer keyboards, and say computer experts - leaving technology illiterate grownups behind.' (Monaghan, 1983)

The benefits of learning about computers at an early age are great. It is now widely believed by educationalists (Hutcheon, 1983) that if children are introduced to technology during their first few years at school, they will be at ease with that technology later in life. Video games are important here as they serve to familiarise children with simple computer operation.

Media interest in video games and arcades has been expressed in various ways, as has just been outlined. There has occurred a change in media focus. During the period from 1979 to 1982, there was a concerted effort to blame arcades for every social evil. Although the occasional article on truancy or theft, for example, serves to bring to the surface once again the 'moral panic' associated with the electronic games, the media now largely ignores amusement centres. New panics have emerged, which can be sensationalised and thus, boost newspaper sales or electronic media ratings and hence, maximise profits:

'The process of finding scapegoats is as old as civilization itself - is comfortable because it avoids an examination of oneself and of the institutions that one supports; it is popular because it unites the many against the few, the powerful against the powerless, and because a sensationalist media can make a profit from it; and it is facilitated by opportunist politicians and other social authorities who pretend they are solving a problem while in reality they are only suppressing the symptoms.' (van Moorst, 1980a: 13)

